MANUAL

★ STRIKE ★ FLEET ★

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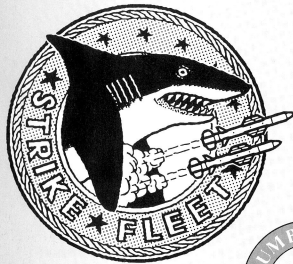
CONTENTS

1. INTRODUCTION

Welcome to the Strike Fleet, Commander! This manual is designed as a reference guide to help you become fully operational as a new Strike Fleet commander on active duty. It is a classified document intended for Strike Fleet Commanders' eyes only! Keep it secure at all times and prevent its duplication at all costs. The Enemy would pay dearly for a copy of this document. Read this manual thoroughly; familiarize yourself with every detail. Regard it as your friend, your Angel of Mercy, your guiding light. Remember Commander, you are fresh out of the academy...you're going to need a friend.

> Look for important information in notes like this one throughout this manual.

This manual is organized into ten sections, with this Introduction being the first.

- Section 2 describes the computer systems used by Strike Fleet. Use this section to help get your fleet underway.
- Section 3 describes how to select your first mission.
- Section 4 describes how to configure and launch your fleet from the shipyard.
- Section 5 describes how to use the Command Information Centre to get an overview of your current situation and how to give orders to your fleet.
- Section 6 describes how to effectively use and control Strike Fleet vessels. This section also contains physical descriptions and technical specifications for each Strike Fleet craft.
- Section 7 describes how to effectively use and control Strike Fleet offensive/defensive weapon systems. This section also contains physical descriptions and technical specifications for each Strike Fleet weapon.
- Section 8 describes the enemies of the Strike Fleet, and what we know of their vessels and weapons.
- Section 9 describes the possible scenarios you may face as a Strike Fleet Commander
- Section 10 describes proven combat strategies developed by some of our best Strike Fleet commanders.

In addition to this manual, we have also supplied you with a Command Summary Card that lists all of the computer keyboard equivalents for the vessel control panel. The Command Summary Card also describes how to quickly get started in a simple scenario of *Strike Fleet*, and a set of hints and tips you'll want to use during the game. Keep the Command Summary Card nearby during your patrol — it may save your life.

2 . GETTING STARTED

Strike Fleet operates on a number of different computers systems, and because of the varying capabilities and limitations of these systems, certain differences in display and control may exist. For instance, we refer to joysticks, keyboards, and mice generically as "controller" throughout this manual because some computers may support only one of these devices while others may support all three. Find the instructions for your computer system, and use them to help get your task force underway.

2.1. C64/128

Keyboard and joystick required. See the Command Summary Card for details. You must have a blank, formatted disk ready if you intend to save scenarios or campaigns in progress, and you can save only one scenario or campaign per disk. Consult your computer's owner's manual for information on formatting disks on your computer.

① Remove all cartridges. If you have a joystick, plug it into port 1.
② Turn on the disk drive and monitor, then insert the *Strike Fleet* program disk in the drive. **NOTE:** Make sure the second disk drive is *off* if you have one.
③ Turn on the computer (C128 owners, go to C64 mode).
④ At the READY prompt type, LOAD "EA",8,1 and press **Return**.
⑤ Press the **Spacebar** to leave the title screen.
⑥ Flip the program disk to the Scenario Disk side when the computer prompts you to "Insert Scenario Disk," and press any key to continue. Read section "3. Mission Briefing" for detailed instructions on how to play *Strike Fleet*, or read the "Getting Started" and "Hints and Tips" sections of the Command Summary Card to play simply and quickly.

2.2. Scoring

Your goal as a Strike Fleet Commander is to meet all of your objectives by the end of each scenario, with minimal loss of Strike Fleet equipment and personnel. If you meet this goal, you will avoid Court Martial, and rise through the ranks. Your promotion or Court Martial is based on your objectives, the enemies you destroy, and the points you earn in that scenario alone, and no other. See section "4.3. Class Value/Available Points Indicator" for more information on earning points.

This rule applies to campaigns as well as individual scenarios. Campaign scenarios are evaluated using more stringent standards, so you'll have to use your campaign fleet more efficiently — but the maximum ranks you can obtain in campaign scenarios are higher.

You'll see your ranking at the end of the scenario or campaign, and there are a total of 12 ranks you can achieve. Each scenario has its own set of objectives and maximum obtainable rank. The 12 ranks include:

- **Court Martial** — you have failed miserably. Did you fire on friendly forces?
- **Deck Mopper** — the lowest rank in the Strike Fleet. Your performance as a Strike Fleet officer was so good that Fleet Command has put you in charge of your own mop. Now you know why they're called *swabbies*.
- **Ensign** — the Deck Moppers need someone to babysit them...you're it.
- **Lieutenant JG** — you're a fairly competent sailor, and with a lot of hard work you may someday command your own fleet.
- **Lieutenant** — you show the promise of a bright career. Keep on your toes and you'll continue up through the ranks.
- **Lieutenant Commander** — you're a valuable asset to your fleet. Keep up the good work and you'll go far.
- **Commander** — the Captain's right-hand person. He couldn't have done it without you.
- **Captain** — the workhorse and the mainstay of the fleet. The pivot on which glory or defeat revolve. Excel as a Captain and your career is assured.
- **Commodore** — the sage old tactician to whom the Captains look for advice, and the Admirals look for support. Make it this far and you needn't worry about early retirement and loss of pension.
- **Rear Admiral** — you've made it nearly to the top of the chain of command, but be careful, it's a long fall from here.
- **Vice Admiral** — the Admiral's right-hand man. Are you a shoe-in, or a lead boot?
- **Admiral** — the magical rank to which every sailor aspires. The decisions you make may decide the fate of the Strike Fleet.
- **Fleet Admiral** — the *big league*. A wrong decision now could decide the fate of entire western alliance.

In addition to the various ranks, there are also two awards you can win for service above and beyond the call of duty; the *Service of Merit*, and the *Executive Citation*. If you have received one of these awards, you have probably also received a higher rank because of it.

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3. MISSION BRIEFING

Your first duty as a Strike Fleet Commander is to report to Strike Fleet Command and select your mission. The Strike Fleet Command screen is comprised of three sections:

① **Maps** — displays the geopolitical hotspots that are frequently patrolled by Strike Fleet forces.

② **Scenario Briefing Window** — shows a brief summary of the currently selected scenario, possible enemy encounters, and general overview of the situation.

③ **Control Panel** — contains six buttons that control a variety of functions. Move your controller up or down until the panel button you want to press is highlighted, then press the controller button to activate it. The following sections describe each control panel button:

▲ .... Selects the next scenario. The map for the selected scenario lights up and the others dim. And because maps are used for multiple scenarios, the title of the currently selected scenario appears above the Briefing window for your reference. Selecting this control again at the last scenario brings you back to the first scenario.

**START
SCEN** .... Starts the currently selected scenarios (we suggest you use the first scenario if this is your first time out).

**RESUME
SCEN** .... Continues a previously saved scenario, starting at Command Information Centre with the game in-progress. You will be prompted to insert the data disk saving the saved scenario in the disk drive. You can save only one scenario per data disk. See the Command Summary Card for the **Save** and **Load** command.

> ⚓ You must have your own blank, formatted disk ready if you intend to save and resume scenarios and campaigns. Please see your computer's owner's manual for instructions about how to format disks on your computer.

**START
CAMPGN** ...... Begins a series of scenarios in a continuous campaign (these include scenarios seven through ten on your *Strike Fleet* scenario disk). The point value of your fleet that survives a scenario with light or no damage

continues on to the next scenario, with a 10 point reinforcement for the entire fleet. You are ranked individually for each scenario of the campaign. The less points you lose in each scenario, the higher the ranking for that scenario. It's harder to achieve the maximum rank in a campaign, so you must use your campaign fleet more efficiently — but the maximum rank you can achieve over the course of the campaign is higher than in a single scenario. At the end of each campaign scenario you'll be prompted to insert a write enabled, formatted disk on which to save the campaign so you can resume it later. Press **S** to save the campaign, or any other key to cancel the save.

**RESUME
CAMPGN** ...... Continues a previously saved campaign. If you save a campaign during an in-progress (unfinished) scenario, you must select **RESUME SCEN** to restart the in-progress scenario. This is because campaigns are saved as an unfinished scenarios, until the individual scenario is complete. When you use **RESUME CAMPGN**, the campaign resumes in the Shipyard, ready to start the next scenario in the campaign sequence, using the points from the last scenario you completed. You will be prompted to insert the disk containing the saved campaign in the disk drive. You can save only one campaign per data disk. See the Command Summary Card for the **Save** command you use to save a scenario *in-progress.*

**CHECK
DISK** .... Checks your disk for saved scenarios or campaigns.

Once you have selected a scenario or have chosen to embark on a campaign, you will continue on to the Shipyard where you can review your fleet. If you choose to *resume* a scenario in-progress, then you will go directly to the bridge of your flagship.

4 . SHIPYARD

While reviewing your fleet at the Shipyard (Figure 1), you can drop existing ships, add new ships, select different ship names and classes, start the scenario, select a new flagship, or return to Strike Fleet Command.
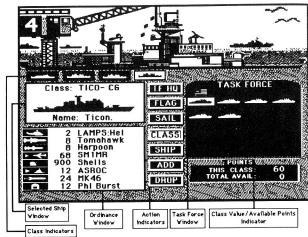

Figure 1: The Shipyard

4 . 1 . Class Indicators

The Class Indicators on the left side of the screen (see Figure 1) represent the ship classes allowed in your fleet for the selected scenario. Some scenarios may only allow one class, while others may allow a variety of classes. The highlighted Class Indicator represents the class of the ship selected in the Task Force window. Not all of the available classes may be represented in the Task Force window. This situation lets you "swap out" one class of ship for another. Use the CLASS Action Indicator (explained below) to work with ships of a different class.

The Selected Ship window, just below the Class Indicators, displays the currently selected ship's class name and type, a silhouette of the ship, and the ship name. If the ship named in this window is in your fleet, then it is also highlighted in the Task Force window, and you can perform some action on it using the Action Indicators (explained below).

> See section "6. Strike Fleet Vessels" for more details on all the ship classes, types, and names.

4 . 2 . Task Force Window

The Task Force window displays a small silhouette for each ship in your fleet. The fleet configuration shown initially in the Task Force window is suggested by Fleet Command, based upon likely encounters and risk levels for your scenario or campaign. Ships of the *selected class* are all highlighted in a common colour, while the currently *selected ship* (shown in the Selected Ship Window) is highlighted in its own colour. A flag above one of the ships designates it as your *flagship*. The flagship is the lead ship in your fleet, and the one from which you will issue most of your commands (see section 6 for more information on controlling your fleet). You can make any ship the flagship, even *after* you leave the Shipyard.

4 . 3 . Class Value/Available Points Indicator

The Class Value/Available Points Indicator, right below the Task Force window, shows you the points you have available for adding more ships to your fleet. Each class has a point value based upon relative cost, availability and strength of that class of ships. By dropping single large ships, you can free up enough points for multiple weaker ships. By dropping a few cheaper ships you may be able to afford a larger, more powerful ship.

The points you have here at the end of the scenario help determine your final rank. You'll get no points for ships that are destroyed during the scenario; thus, if you lose all your ships, and have no points in reserve, then you get zero points (and probably a Court Martial). Ships that you return undamaged from the scenario are counted at face value, even if they have been repaired at sea; so if a ship worth five points at the beginning of the scenario, loses three points in damage, then it is still only worth two points at the end of the scenario even if it's fully repaired. Ships that you return undamaged count for *double* their point value; so the five point ship will be worth ten if it is not damaged during the scenario. Unused points are quadrupled at the end of the scenario (except in campaigns, where they are just held in reserve for reinforcements in the next scenario). But, of course, your rank is not based solely upon your available points. Your promotion or court martial is also determined by the number of enemies you destroy, and whether or not you complete the scenario objective.

4.4. Ordnance Window

The Ordnance window shows you the weapon systems, their loads, and the helicopters installed on the currently selected ship. Every ship of the same class carries the same weapon systems and loads (and helicopters if the ship is so equipped), except for the Ticonderoga class which includes an old and new version. Each of the eight icons represents a weapon system. From top to bottom they are:

- Helicopters
- Long range anti-ship missiles
- Short range anti-ship missiles
- Anti-air missiles
- Dual-purpose cannon rounds
- ASROC anti-submarine missiles
- Torpedoes
- Phalanx automatic anti-missile defensive cannon bursts

> If a weapon system is included on the selected ship, then the weapon load and name appears to the right of each icon on the Ordnance Board. For more details on using the Strike Fleet weapons systems, read section "7. Strike Fleet Weapons."

4.5. Action Indicators

The Action Indicators appear to the immediate left of the Task Force window. From top to bottom they are:

TF HQ .... Returns to Strike Fleet Command so you can start a new scenario, campaign, or resume a saved one. Select this indicator and press the controller button.

FLAG .... Sets a new flagship. Select this indicator, then move your controller left or right to highlight the new flagship, and press the button.

SAIL .... Starts your mission. Select this indicator and press the controller button. You must have at least one ship in your fleet before you can start.

CLASS .... Toggles through the class indicators from left to right. Select this indicator and press the controller button to toggle through the different

classes in your fleet. All ships in the selected class are highlighted in the same colour in the Task Force window.

SHIP .... Lets you select an individual ship within the currently selected class. Select this indicator and press the controller button to toggle through the ship names within the selected class. When you come to the name of a ship in your fleet, it will highlight in a colour that's different from the other ships of the same class in the Task Force window.

> **To Select a Ship With a Different Name:** 1) Select the ship with the SHIP indicator; 2) Drop the selected ship with the DROP action indicator; 3) Use the SHIP indicator to select a ship with a different name; 4) Select the ADD indicator to add the desired ship to your fleet.

ADD .... Press the controller button to add the currently selected ship to your task force. You can't add the ship if you don't have the required number of points, you have exceeded the maximum number of ships for the scenario, or the ship is already part of your task force. You can only add ships in the selected class.

DROP .... Removes the ship selected with the SHIP indicator from your fleet. You can only drop ships in the selected class. In the process it adds the point value for a ship of that class back to your Total Available points. You must drop all the ships within the selected class to remove an entire class of ships from your fleet. Your Available Points will increase as you drop ships.

4.6. Leaving the Shipyard

When you are satisfied with your fleet configuration, select the SAIL action indicator to go to the Command Information Centre aboard your flagship.

5.   COMMAND INFORMATION CENTRE

Each scenario begins in the Command Information Centre (Figure 2 below). From here you issue orders to, and set the destination for your fleet. One screen shows a Scenario Map of the area in which the selected scenario unfolds. Using the Scenario Map, you can watch and wait for the enemy to come within range of your radar, or you can break your fleet up into task forces and play the aggressor. A task force is a collection of ships within the fleet that has its own flagship and can operate independently of the rest of the fleet. As soon as you SPLIT (see "5.2. Commands and Orders" below) a ship from the fleet, or a task force, it becomes a flagship and a task force unto itself. Or, you can JOIN (see "5.2. Commands and Orders" below) ships to another existing task force, or to an individual flagship if you want to build up a new task force. You can identify your various task forces because the name of the flagship for the currently selected task force appears on the Status Bar.
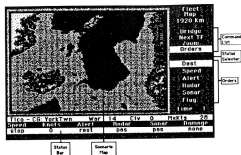

Figure 2: The Command Information Centre at Fleet Map Level

5.1.   Map Views and the Status Bar

The Command Information Centre also gives you map views at varying magnifications which you can control with the **Zoom** command (see "5.2. Commands and Orders" below). The different map magnifications give you different options. There are three magnifications: 1) Fleet; 2) Task Force; and 3) Ship. The *Fleet map magnification* lets you perform actions for the each task force. The Status Bar at this level displays information for the selected task force. In Figure 2 for example, reading from left to right, the bar displays the class, the type, and the name of the flagship. Next it displays the number of war ships (*War*), and the number of civilian ships (*Civ*;

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i.e., oil-tankers, cargo ships, and so on) under the command of that flagship. The extreme right-end of the Status Bar shows the Maximum Knots (*MxKts*) at which your task force is traveling. The Status Bar at *Task force map magnification* shows basically the same information, but you have additional orders for "joining" task forces at that level (see "5.2. Commands and Orders" below).

Zoom (explained below) into *Ship map magnification*, and the Status Bar displays information based upon the individual ship you've selected (you select different ships using the **Next** command, described below). If it's a flagship, the Status Bar looks similar to Figure 2. If it's a ship that's under the command of a flagship, the Status Bar will show the ship's class, type, and name, as usual, but it will show the name of the task force's flagship in place of the *War* and *Civ* information.

5.2.   Commands and Orders

The main function of the Command Information Centre (CIC) is to provide you with an easy way to quickly issue Commands and Orders to your fleet. The Commands and Orders at your disposal will change slightly depending on the map magnification you are viewing. The title and the magnification shown in the upper-right hand corner of the CIC indicates the le   l of zoom, and the width of the map (in kilometres) that the view encompasses. The Comm   nd List is directly below the map magnification information. The commands you can choose from include:

Bridge — takes you to the bridge of the currently selected ship.

Next TF — selects and displays the status of the flagship of your next task force if you have multiple task forces in your fleet. The name of the flagship for that task force appears on the Status Bar.

> At the Ship map level, the **Next TF** command changes to just **Next**, and you use it to select among the various ships in your fleet that are present in the map view. The currently selected ship will flash. Flagship icons are larger than those for other ships. Also, if your status bar has gone blank for one reason or another, use the **Next TF** or **Next** commands to select a task force or ship so you can give orders again.

Zoom — zooms in to a lower magnification where you can see more detail. There are three levels of zoom, beginning with the Fleet map view which shows 1920 kilometres across (except for scenario eight, where it is 7680 kilometres across). Some of the available ship and task force orders change, depending on what level of zoom you are using. In the Fleet map view you see the entire map area, your fleet, and any enemy fleets within range of detection. The Orders list in Fleet map view includes the **FLAG** order (see below) so you can set new flagships. The second level of zoom is Task Force map view, which shows 1024 kilometres across. The Orders

list at this level includes the **FLAG** and **JOIN** orders (see below) so you can change flagships, and merge task forces. The final, lowest level zoom, is the Ship map view, showing 128 kilometres across. From here you can make out individual vessels on the ocean. Strike Fleet ships, planes, helicopters, and missiles appear as white dots, while approaching enemy vessels, planes, and missiles appear as black dots. The currently selected vessel flashes, and flagships appear larger than other vessels. The Orders list at the Ship map level includes the **JOIN** and **SPLIT** orders (see below) so you can link individual ships to a flagship within specific task force, or split off ships to create a new task force or **JOIN** with a different task force.

> When you zoom in to a magnification lower than Fleet map view, the **Fleet** command appears in the Command List. Select the **Fleet** command to zoom out to Fleet magnification. Also, the **Zoom** command disappears at Ship magnification.

Orders — brings up a list of orders that you can issue to the currently selected task force, or ship if you are at the Ship map level. When you select the **Orders** command, the highlight moves down to the list of orders. The listed orders will be different depending upon your view level. Many of the orders control information shown on the Status Bar. Move the controller up or down to select an order, then move it left or right until the desired status appears in the Status Selector box. Press the button to select the order. The status shown in the Status Selector will appear on the Status Bar once you press the button. When you are finished issuing orders, move the controller up until the highlight leaves the order options and re-enters the Command List. The following list contains all the available orders. Orders that are available only at certain map levels are marked as such:

DEST............Enters the destination coordinates into the autopiloting system of the flagship for the fleet (or the current task force if you have multiple task forces). A crosshair appears on the map when you select this option. Move the crosshair to the desired destination and press the controller button to select. When the flagship reaches its destination, it will circle until you give it new orders. Unless ordered otherwise, ships will travel in the same speed and direction as their flagship. A special case arises, however, if you set a **DEST**ination for individual ships at the Ship map level. In this case the individual ship travels its own course first, and when it reaches its destination, then it falls back into line with the flagship's speed and destination. But if a ship has moved more than 100 kilometres from the task force, it automatically splits off and becomes its own task force and flagship. **Note:** If you select the **DEST** order accidentally and want to cancel it, just move the crosshair off the right side of the map. If you deactivate the autopilot and

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manually steer your task force from the Bridge, you'll need to return to the CIC and reset your destination. Also, you cannot set a new destination for a ship if the controlling flagship has already reached its destination — you must set individual destinations for your other ships *before* you initially set one for the flagship, or *while* the flagship is enroute to its own destination.

> Because you cannot set a new destination until the ship has reached its current destination, you may need to stop a ship from completing its course. To do this, use the **DEST** command and move the crosshair onto the ship's current location. This causes the ship to quickly reach its destination, where it will resume following its flagship's course.

SPEED..........Choose **STOP, 1/4, 1/2, 3/4** or **FULL** for your fleet speed. This command works for individual ships only if you have set a **DEST**ination for that ship. The flagship will travel no faster than the slowest ship in its task force, so they won't be left behind. This speed is shown in the MxKts (Maximum Knots) slot on the Status Bar.

ALERT..........Choose either **Rest** or **Gen Qtr** (General Quarters) for the crew status. At **Rest**, the crew rests, recuperates, and begins repairing any damage your ship may have sustained (you can repair only damage of less than medium severity while at sea). Also, during **Rest**, the phalanx and chaff launchers are under manual control and will be reloaded over time. During **Gen Qtr**, the crew ignores repairs and reloads. Phalanx and chaff each fire once automatically if enemy missiles come within range during **Gen Qtr**. If this first attempt doesn't get the incoming missile, it's up to you to fire again.

RADAR..........Choose either **PASSIVE** or **ACTIVE** for the type of radar you will use. **PASSIVE** radar relies on visual sightings and ESM (Electronic Surveillance Measures; i.e., detection of electronic emissions, such as those from an enemy's active radar system or a missile's lock-on signal). As such, passive radar has a much more limited range, but it is also much safer than active radar. **ACTIVE** radar sends out an electronic beam in search of other ships, helicopters, and missiles. Whatever it detects appears instantly as a blip on your radar/sonar display. Although active radar gives you greater range and a clear image of what's headed your way, it also alerts the enemy to your presence and location like a beacon in the night.

SONAR.........Choose either **PASSIVE** or **ACTIVE** for the type of sonar you will use. Passive sonar is used to listen for the underwater activity of enemy submarines. Speed greatly affects the range and reliability of passive or active sonar. The faster your ship's speed, the less reliable your sonar images. And since any submarine moving through water creates noise, the faster the enemy moves, the easier it is to reliably locate them. Because of this, sonar blips may appear and disappear as you and the enemy change speed and direction. But this also means that passive sonar potentially has much greater range than active sonar. If, for example, you're not moving, but the enemy is moving quickly. Active sonar sends out signals, then listens for their echo bouncing off enemy subs. And like active radar, the enemy can usually hear your active sonar signals loud and clear.

FLAG..............Available only at the Fleet and Task Force map levels. Selects a new flagship for the currently selected task force. The Status Bar shows the current flagship for the selected task force. Use the controller left or right to toggle through the ships in the task force. Press the controller button on the ship name you want to be the flagship, and its name appears on the Status Bar in place of the old flagship.

⚓ If your current flagship is damaged and slowing down your task force, use the **FLAG** command to select a new flagship, then **SPLIT** the old, damaged flagship off so the task force can continue at full speed. But remember, some missions require you to return all ships at the end of the scenario to meet the objective.

JOIN..............Available only at the Task Force and Ship map levels. At the Task Force level, this order lets you merge the currently selected task force with another that is within range. Move the controller left or right to toggle through the names of the flagships for each of your task forces (the names appear in the Status Selector box). Press the button to merge the task force shown in the Status Selector with the currently selected task force. At the Ship map level, this command lets you link the currently selected ship with a flagship. Even if the ship is already part of a different task force. Move the controller left or right to toggle through the flagships of the various task forces, and press the button to join your current ship with the selected flagship. The new flagship will replace the old one on the Status Bar.

SPLIT............Available only at the Ship map level. This order lets you split a ship off from the fleet or currently selected task force. Once split, the ship becomes a flagship and its own task force. You can now **JOIN** other ships to it, or you can **JOIN** it to another existing task force.

5.3.   Scenario Time and Time Compression

The clock is always ticking once the scenario begins. The only way to stop it is by Pausing or Quitting the scenario (see the Command Summary Card). Below the Command List and the Orders are the *Now* and *Time* fields. *Now* shows the *total* amount of time allotted for the scenario on the bottom, and the *elapsed* time for the scenario on top. The *Time* field shows the degree of time compression at which the scenario is currently running. Time compression ranges from 1 to 128 degrees if compression. At the "1" setting, one second of *game-time* equals one second of *real-time*; at the "128" setting, 128 seconds of *game-time* equals 1 second of *real-time*.

Time compression is handy if you find the scenario running too slow in real-time. It can prove harmful in the heat of battle though. A very high compression factor will automatically drop to a factor of eight if an incoming missile locks-on to one of your craft or if a ship is in danger of running aground. You control time compression using the keyboard equivalents listed on the Command Summary Card. There is also a *Normal* key that you can press to instantly drop the time compression back to one.

⚓ Be sure to always go to *Normal* (1) time compression when traveling from the Bridge to the CIC and back, so you'll have enough time to react to new information and events.

5.4.   Leaving the Command Information Centre

When you leave the Command Information Centre, by using the **Bridge** command, then you go to the bridge of the flagship for the currently selected task force, or the bridge of the currently selected ship from the Ship map level. The next section describes the vessels used by Strike Fleet, how you use and control them, and their varying capabilities.

6. STRIKE FLEET FORCES

The Strike Fleet uses seven different classes of sea-going vessels. There are always one or more types within each class. In the destroyer classes, for instance, there are two types: "DD" which carry only short-range missiles such as Harpoons, ASROCs, torpedoes, and surface-to-air; and "DDG" which are more modern and carry the short-range missiles plus long range guided missiles like the Tomahawk, and extended range surface-to-air missiles like the SM-2 (ER). All the Strike Fleet vessel classes are listed in Table 1 below by their function, their type, and their designation. So using this table, you can always tell what type of a ship you're working with simply by looking at the abbreviations used in the Shipyard, the Command Information Centre, or on the bridge of your vessel. For instance, if you see the abbreviation, "Yorktwn Tico-CG," then you'll know that the ship is named "Yorktown," and that it's a Ticonderoga class cruiser armed with guided missiles. When a new type of ship is designed and built, the class name is usually derived from the name of the first commissioned ship of that type. So in the case of the Ticonderoga class, the *Ticonderoga* was the first ship of its type, thus the class was named after it.

Table 1: Strike Fleet Vessel Classes

Function	Type	Designation	Classes
Cruiser	Guided Missile	CG	Ticonderoga, Belknap
Destroyer	Gun	DD	Spruance
	Guided Missile	DDG	Arleigh, Kidd, Sheffield
Frigate	Gun	FF	Broadsword
	Guided Missile	FFG	Oliver Hazard Perry
Fast Attack Craft	Hydrofoil	PHM	Pegasus

Some of the Strike Fleet vessels also carry helicopters. You control them in the same way you control surface ships (see the next section, "6.1 Using and Controlling"). All the aircraft used by Strike Fleet are described in section "6.3. Aircraft."

6.1. Using and Controlling

You can control all Strike Fleet vessels from *the bridge*, shown in Figure 3 below. You can switch to the bridge of any vessel or aircraft in your fleet with the "Change Bridge" feature. Move the controller so that the **Name/Class Indicator** is highlighted, and press the button. You'll switch to the bridge of the next ship or helicopter in your fleet or task force. You can also go backward through the ships and helicopters using keyboard command listed on the Command Summary Card.
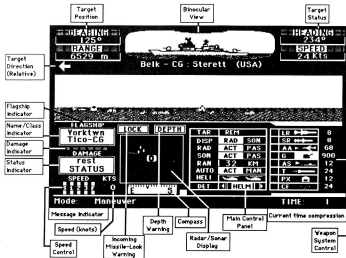

Figure 3: The Bridge

As noted earlier, not all ships are outfitted the same. If you switch to the bridge of an oil tanker, for instance, you'll have a blank, inoperative ordnance board. When a system is present and operational, however, it operates the same on every craft.

Unless you specifically give a ship its own commands from the Ship map level of the Command Information Centre or from the ship's bridge, then the ship will follow the lead of the flagship (see section "6.1.1. Navigation"). Thus, if your flagship is heading east, at full speed, and on general quarters alert status, then so will the rest of the ships in the fleet or task force. Being able to control an entire task force does not alleviate your responsibilities as a Strike Fleet Commander, however. You must still switch to the bridge of another vessel in your task force to find out if it is in danger of running aground (if you get a Depth Warning signal), or if you want to use its

weapon systems. Use the Switch Bridge feature frequently to check the status of your Command.

Sometimes you may get a Threat Receiver signal, and it may be inconvenient to actually switch to the bridge of your other vessels, particularly during a heavy battle. Select the **TAR** control on the Main Control Panel and press the button to target your own vessels in the Binocular View (you can also use the "target" keyboard command). If an enemy missile or torpedo has locked-on to one of your vessels, a symbol will appear above the Binocular View for each missile or torpedo that is locked-on to that vessel, up to a maximum of four per vessel (more than four missiles can be locked-on to the vessel, but only four at a time will appear above the Binocular View).

6.1.1. Propulsion

Use the Speed Control, to the left of the Radar/Sonar Display in Figure 3, to control your vessel's propulsion. The Speed Control settings correspond to the SPEED order settings you use in the Command Information Centre. Setting the Speed Control to **S** (Stop) cuts the engine and leaves the vessel dead in the water (Ø knots), setting the Speed Control to **F** (Full) puts the engine at full-throttle and eventually brings the vessel to its maximum speed.

The speed for all vessels (including helicopters) is measured in knots. A knot is a unit of speed, not distance. It has a built in meaning of "per hour," thus, one knot means "one nautical mile per hour." One knot equals about 1.15 statute miles per hour.

6.1.2. Navigation

The easiest way to navigate your fleet during your mission is to set your course with the **DEST**ination command in the Command Information Centre. When you go to the bridge of your flagship, the autopilot will already be activated and guiding the fleet on the course you set.

Each ship in the fleet is equipped with the autopilot system, which is linked to the flagship. It will function automatically until you disengage it, change speed, or try to steer the ship manually. Even after the system has been disengaged you can reactivate it by selecting the **AUTO** control on the Main Control Panel, and pressing the controller button to make it active (there is also a keyboard equivalent listed on the Command Summary Card). Once reactivated, the autopilot will make the necessary course corrections to bring you and your fleet to the destination you set in the Command Information Centre. You can set and reset the autopilot as many times as necessary.

If you change the speed or course of the flagship manually, the rest of the ships in your task force will follow suit. Be careful if your task force is running in a tight formation, because different ships have different turning radiuses and you may cause a collision. Steering manually also clears your destination; return to the CIC to reset it with the **DEST** order.

You can also override the autopilot by selecting the **HELM** control on the Main Control Panel. Use the keys listed on the Command Summary Card to steer your craft, or hold down the button and move the controller left or right to steer in those directions. You will always see any course corrections (made by you or the autopilot) reflected in the Compass which is directly below the Radar/Sonar View screen.

6.1.3. The Main Control Panel

The Main Control Panel on the bridge is the control panel you'll probably use the most during the course of your scenario. It controls many of the major systems on your vessel including targeting, radar/sonar displays, radar/sonar range, autopilot, and helicopter launches. Figure 4 below shows the Main Control Panel and provides a brief explanation for each control.

TAR	**REM**	Switch between **TAR**geting/**REM**ote targeting.
DISP	**RAD**	**SON**	Switch between **RAD**ar/**SON**ar **DISP**lay.
RAD	**ACT**	**PAS**	Switch between **ACT**ive/**PAS**sive **RAD**ar.
SON	**ACT**	**PAS**	Switch between **ACT**ive/**PAS**sive **SON**ar.
RAN	**32**	**KM**	Change radar/sonar **RAN**ge.
AUTO	**ACT**	**MAN**	**AUTO**pilot **ACT**ivated, or **MAN**ual helm control.
HELI			Launch **HEL**icopter (one at a time).
DET	**HELM**		**DET**onate a launched missile. Take the **HELM** (manual).

Figure 4: The Main Control Panel

6.1.4. Surveillance

All Strike Fleet vessels are equipped with extended, long-range scanning, phase-array radar, and radar/sonar ranging. Use the radar to spot ships, aircraft, and missiles; use the sonar to spot ships, submarines, and torpedoes. Each system has an adjustable *viewing range* from its display of 2,4,8,16,32,64,128 and 256 kilometres. This doesn't affect the range of the Radar or Sonar signals, only your view of their return. This means that enemies that are 64 kilometres away can still see your active radar/sonar even though you've set the RANge to only 2 kilometres. You can adjust the range by selecting the **RAN** control on the Main Control Panel

and pressing the button. The range will increase with each press. You can also increase or decrease the range with keys that are listed on the Command Summary Card.

> You should also be aware of the difference between *maximum radar range* and *effective radar range*. While ships and helicopters have a maximum radar range of 256 kilometres, ships have an effective radar range of only 64 kilometres due to factors like the position and size of the enemy target, and Earth's curvature. The effective range for helicopters will be greater (possibly all the way up to 256 kilometres) because they can counter factors like the Earth's curvature with altitude.

Your vessel appears at the centre of the Radar/Sonar Display screen, and for added clarity your location blinks periodically. Other vessels within range appear scattered around your vessel. Friendly blips appear in the same colour as the centre blip for your vessel, while enemy blips appear in a different colour. Aircraft appear as short horizontal lines in the Radar/Sonar Display and seacraft appear as vertical lines. Missiles and torpedoes appear as white dots in the Radar/Sonar Display. Both surveillance systems are integrated with the highly advanced targeting system. Any object you target in the Binocular View, appears within brackets ([ ]) in the Radar/Sonar Display (see section "6.1.4. Weapons" for more information on using the targeting system).

> Some vessels, like the PHM Pegasus and oil tankers, aren't equipped with sonar — so be careful when you use these ships in scenarios that include submarines.

Some ships are equipped with helicopters which can also be used for surveillance purposes. Although helicopter radar has the same range as that of a ship, the radar system on an airborne helicopter has a better effective range due to the altitude — in the same way you can see further from the twenty-fifth floor of a building than from ground-level. Use this to your advantage by launching a helicopter periodically, checking its radar and bringing the helicopter back to the ship. Helicopters are also equipped with sonar, but they must stop and hover in order to use it. Strike Fleet helicopters use *dipping sonar* (like dangling a microphone into the water from the helicopter). All helicopter sonar has a shorter range than ship sonar, and the helicopter must come to a complete stop in order to use its sonar.

6.1.5. Weapons

There are a total of eight different weapon systems with which a ship may be equipped. You control all the weapons systems for your ship from the Ordnance Board on the bridge (Figure 5 below). The weapons installed on ship appear on its Ordnance Board. You must first activate a

weapon system before you can use it. Activate a weapon by moving the controller until it is selected with the selector light to the left. Press the controller button to activate the system, and weapon's picture on the right lights up in a different colour to let you know it's armed.

LR	8	Long Range Anti-Ship Missiles
SR	8	Short Range Anti-Ship Missiles
AA	68	Anti-Aircraft (Surface-to-Air) Missiles
G	900	Dual-Purpose Cannon Shells
A	12	ASROC Anti-Submarine Weapons
T	12	Torpedoes
PX	12	Phalanx Bursts (Approx. 170 rnds. ea.)
CF	24	Chaff Bursts

Figure 5: Ordnance Board

Press the controller button again to fire the weapon at the target in the Binocular View. If the target is out of range, the weapon computer will display a "Target out of range" or "Cannot lock-on" message in the Ship Mode Indicator. See section 7 for detailed specifications and information on all the weapon systems used by Strike Fleet.

You control the weapon targeting system with the **TAR** control on the Main Control Panel, or with the keyboard equivalents shown on the Command Summary Card. An object that is targeted on the Radar/Sonar Display, also appears in the Binocular View. If your target is a ship, submarine, or plane, the target's *relative* Bearing, and its Range appear to the left of the Binocular View, while the target's *absolute* Heading, and its Speed appear to the right. If the target is a missile or torpedo, then the readouts on the right contain the name of the target's destination and the distance between them — this readout isn't updated as often as the one on the left. In either case, the left-hand readouts show the Bearing, or relative direction to the target, and its distance from your vessel. The Heading of a target is considered absolute because it is based upon the fixed degrees of the compass, while Bearing is relative to your ship position. Table 2, below, shows absolute and relative degrees for Heading and Bearing. And remember, the ship's targeting system has a limited number of missiles and torpedoes that it can track through. If you find that there are too many of your own and the enemy's missiles in the air to allow you to launch more defensive missiles, you may have to **DET**onate some of your offense missiles in order to protect your task force. Simply **TAR**get the missile you want to detonate in the Binocular View, select the **DET** control, and press the controller button (or use the Detonate keyboard command listed on the Command Summary Card).

Table 2: Absolute Heading and Relative Bearing Degrees

Relative Degrees	Absolute Degrees
Front	North
Ø	Ø
Left 27Ø— + —9Ø Right	West 27Ø— + —9Ø East
18Ø	18Ø
Back	South

You can also target vessels that are beyond your effective radar/sonar range by using *remote targeting*. For instance, suppose you suspect that an enemy task force is floating 200 kilometres away (over 100 kilometres further than your effective radar range). If you have one of your ships stationed between you and the suspected enemy task force, then you can use its radar/sonar system to target the enemy; or you can launch a helicopter, fly it to a point halfway between you and the enemy, and use its radar/sonar to look around. This technique effectively *extends* the effective range of your ship's radar/sonar systems so you can use weapon systems that may have a greater range. The following procedure describes the steps you would take to use a helicopter for remote targeting.

> Using helicopters to target large surface threats can increase your reach. It lets you project force without exposing yourself to the target's own arsenal. But don't let your helicopter get too close or you risk losing it.

① Launch one of your helicopters and fly it at top speed toward the area you want to remotely target.
② When the helicopter reaches its destination, use the **TAR**get control on the Main Control Panel (or its keyboard equivalent from the Command Summary Card) to select any targets within range of the helicopter's radar/sonar (you will need to stop the helicopter if you are using sonar).
③ When the target you want is displayed in the Binocular View, select the **REMote** control from the Main Control Panel, and press the controller button to activate it (the indicator will light).
④ Now use the Switch Bridge feature to switch to the bridge of the vessel whose weapon systems you want to fire at the target — your flagship for instance.
⑤ Now when you **TAR**get through the possible targets, the remote target — within range of your helicopter — will be added to the targets that are actually within range of your

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current ship. Now you can activate and fire a weapon system that has the range to reach the remote target.

If the helicopter or ship that you're using for remote targeting is destroyed by the enemy, you'll lose the target image in the Binocular View.

6.2. Surface Force

Strike Fleet uses ten different ship classes, all with different capabilities and uses. The Strike Fleet classes include:

- Arleigh Burke (DDG)
- Belknap (CG)
- Broadsword (FF)
- Kidd (DDG)
- Oliver Hazard Perry (FFG)

- Pegasus (PHM)
- Sheffield (DDG)
- Spruance (DD)
- Ticonderoga-new (CG)
- Ticonderoga-old (CG)

The following sections, arranged alphabetically, contain specifications for and nationality of all the sea-going vessels used by the Strike Fleet. See section "7.1. Cannons" for the gun capabilities of Strike Fleet vessels. The diagrams for each vessel are not drawn to scale.

> The *Displacement* (the ship's volume or mass) specification corresponds roughly to how well the ship sustains damage; i.e., ships with larger displacement can better survive enemy attacks.

6.2.1. Arleigh Burke Class (US)

Specifications

Type: DDG – Aegis
Displacement: 8,300 tons
Length: 466.25 ft (142.11 m)
Beam: 59 ft (17.98 m)
Maximum Speed: 33
Helicopters: 2
Shell Load: 600
Anti-Aircraft Missiles: 70 SM-2 (MR)
Anti-Ship Missiles: 8 Harpoon, 8 Tomahawk
Chaff Bursts: 24
Phalanx Bursts: 12 at approx. 170 rounds each
ASROC ASWs: 12
Torpedoes: 24 MK46

Names

Burke-51
? -52
? -53
? -54

Diagram

Because this class was only recently commissioned (1989), the names for the other three ships of this class were not available when this manual went to press. You'll just have to wait until you go to the shipyard.

6.2.2. Belknap (Type 26) Class (US)

Specifications

Type: CG
Displacement : 8200
Length: 547 ft (166.73 m)
Beam: 54.8 ft (16.71 m)
Maximum Speed: 32
Helicopters: 1
Shell Load: 900
Anti-Aircraft Missiles: 40 SM-2 (ER)
Anti-Ship Missiles: 8 Harpoon
Chaff Bursts: 24
Phalanx Bursts: 12 at approx. 170 rounds each
ASROC ASWs: 20
Torpedoes: 24 MK46

Names

Horne-30
Sterett-31
Fox-33
Biddle-34

Diagram

Commissioned in 1964, it currently serves as the flag ship for the U.S. 6th Fleet. It was severely damaged in 1975 in a collision with the Carrier *Kennedy* near Sicily.

6.2.3. Broadsword (Type 22) Class (British)

Specifications

Type: FF
Displacement: 4400 tons
Length: 430 ft (131.06 m)
Beam: 48.5 ft (14.78 m)
Maximum Speed: 32
Helicopters: 2
Shell Load: 400
Anti-Aircraft Missiles: 12 SeaWolf
Anti-Ship Missiles: 4 Exocet
Chaff Bursts: 16

Names

Broadsword-88
Battleaxe-89
Brilliant-90
Brazen-91

Diagram

The *Broadsword*, commissioned in 1974, was an early and active participant in the Falklands conflict.

6.2.4. Kidd Class (US)

Specifications

Type: DDG
Displacement: 7,810 tons
Length: 563 ft (171.60 m)
Beam: 55 ft (16.76 m)
Maximum Speed: 33
Helicopters: 2
Shell Load: 600
Anti-Aircraft Missiles: 52 SM-1 (MR)
Anti-Ship Missiles: 8 Harpoon
Chaff Bursts: 24
Phalanx Bursts: 12 at approx. 170 rounds each
ASROC ASWs: 16
Torpedoes: 16 MK46

Names

Kidd-993
Callaghan-994
Scott-995
Chandler-996

Diagram

Kidd class ships were originally built for the Shah of Iran, and purchased by the U.S. Navy after the revolution. Unofficially referred to as the Ayatollah class.

6.2.5. Oliver Hazard Perry Class (US)

Specifications

Type: FFG
Displacement: 3606 Tons
Length: 446 ft (136 m)
Beam: 46 ft (14 m)
Maximum Speed: 29
Helicopters: 2
Shell Load: 600
Anti-Aircraft Missiles: 36 SM-1 (MR)
Anti-Ship Missiles: 4 Harpoon
Chaff Bursts: 24
Phalanx Bursts: 6 at approx. 170 rounds each
Torpedoes: 24 MK46

Names

Duncan-10
Clark-11
John Moore-19
Antrim-20
Boone-28
Reid-30
Stark-31
Gary-51
Hawes-53
Elrod-55
Rueben James-57
Rodney Davis-60

Diagram

Oliver Hazard Perry frigates use modular design to help reduce costs, and are among the least expensive ships for their size.

6.2.6. Pegasus Class Hydrofoil (US)

Specifications

Type: PHM
Displacement: 239 tons
Length: 132 ft (40.23 m)
Beam: 29.2 ft (8.90 m)
Maximum Speed: 48
Helicopters: 0
Shell Load: 600
Anti-Ship Missiles: 8 Harpoon
Chaff Bursts: 24

Names

Pegasus-1
Hercules-2
Aquila-4
Gemini-6

Diagram

Commissioned in 1977, it was designed as a small combatant that would be universally acceptable to NATO navies.

6.2.7. Sheffield Class 1 (British)

Specifications

Type: DD
Displacement: 4800 tons
Length: 485.8 ft (148.07 m)
Beam: 48.5 ft (14.78 m)
Maximum Speed: 32
Helicopters: 1
Shell Load: 600
Anti-Aircraft Missiles: 22 Sea Darts
Chaff Bursts: 16
Torpedoes: 24 MK46

Names

Glasgow-88
Exeter-89
Sheffield-96
Coventry-98

Diagram

A close relative of the Broadsword, this group is bigger and longer with enhanced ASW capability. The numbers we use for the Sheffield and the Coventry are for the new ones built after the originals were destroyed in the Falklands conflict.

6.2.8. Spruance Class (US)

Specifications

Type: DD
Displacement: 7811 Tons
Length: 563.2 ft (171.66 m)
Beam: 55 ft (16.76 m)
Maximum Speed: 33
Helicopters: 2
Shell Load: 600
Anti-Aircraft Missiles: 8 SeaSparrows
Anti-Ship Missiles: 8 Harpoon
Chaff Bursts: 24
Phalanx Bursts: 12 at approx. 170 rounds each
ASROC ASWs: 24
Torpedoes: 16 MK46

Names

Fife-961
Kincaid-965
Elliott-967
Merrill-976
Briscoe-977
Cushing-985
Haylar-987
Deyo-989

Diagram

Commissioned in 1975, the gas-turbine powered Spruance class is primarily an anti-submarine platform.

6.2.9. Ticonderoga Class—New (US)

Specifications

Type: CG-AEGIS
Displacement: 9600 tons
Length: 565.8 ft (172.45 m)
Beam: 55 ft (16.76 m)
Maximum Speed: 33
Helicopters: 2
Shell Load: 900
Anti-Aircraft Missiles: 82 SM-2 (MR)
Anti-Ship Missiles: 8 Harpoon, 24 Tomahawk
Chaff Bursts: 24
Phalanx Bursts: 12 at approx. 170 rounds each
ASROC ASWs: 16
Torpedoes: 24 MK46

Names

Bunker Hill-52
Mobile Bay-53
Antietam-54
Leyte Gulf-55

Diagram

The new *Ticonderoga* class differs very little from the old class, shown in section 6.2.10. The most notable difference is that the fore and aft missile launchers have been replaced with Vertical Launch Systems (VLSs). The fore VLS can hold up to 29 missiles, while the aft VLS can accommodate up to 61.

6.2.10. Ticonderoga Class—Old (US)

Specifications

Type: CG-AEGIS
Displacement: 9600 tons
Length: 565.8 ft (172.45 m)
Beam: 55 ft (16.76 m)
Maximum Speed: 33
Helicopters: 2
Shell Load: 900
Anti-Aircraft Missiles: 68 SM-2 (MR)
Anti-Ship Missiles: 8 Harpoon, 8 Tomahawk
Chaff Bursts: 24
Phalanx Bursts: 12 at approx. 170 rounds each
ASROC ASWs: 12
Torpedoes: 24 MK46

Names

Ticonderoga-47
Yorktown-48
Valley Forge-50
Thomas Gates-51

Diagram

Ticonderoga cruisers are automated enough for a single knowledgeable person to operate the ship with weapon systems working automatically. See "6.2.9. Ticonderoga Class—New (US)" above for more details.

6.3. Air Force

With the few exceptions noted above, all ships are outfitted with a pair of helicopters for surveillance and attack purposes. These helicopters can be launched from any ship at any time.

Most helicopters are each equipped with two torpedoes for air to ship attacks. All helicopters have chaff and no missiles. You may also see Strike Fleet's P3C *Orion* search planes hunting for submarines — you can't control these planes, *and don't shoot them down*. The specifications for all Strike Fleet aircraft are listed below.

6.3.1. LAMPS I Helicopter, Kaman Seasprite (US)

Specifications

Takeoff Weight: 12,000 lbs
Length: 52.6 ft (16.03 m)
Maximum Speed: 144
Torpedoes: 2 MK46

Diagram

The Kaman *Seasprite* is a multi-purpose craft, used in anti-submarine and anti-ship warfare, as well as in search and rescue, observation and utility missions.

6.3.2. P3C Orion Search Plane (US)

Specifications

Takeoff Weight: 135,000 lbs
Length: 116.8 ft (35.60 m)
Maximum Speed: 411

Diagram

You can't control the *Orion* search planes as you do your own helicopters and ships. They will automatically search for submarines. *Don't shoot them down!*

6.3.3.   Westland Lynx Helicopter (British)

Specifications

| Takeoff Weight: 10,500 lbs |
| Length: 49.75 ft (15.16 m) |
| Maximum Speed: 124 |
| Torpedoes: 2 MK44 or 2 MK46 |

Diagram

The *Lynx* carries out its ASW role effectively — in addition to its torpedoes, it carries modern dipping sonar, and lightweight search-and-tracking radar for detecting small surface targets.

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7.   STRIKE FLEET WEAPONS

The Strike Fleet uses a number of different weapon systems on its vessels. These include a variety of missiles and torpedoes, a variety of different cannons, and point defense systems such as Phalanx and chaff. The following sections describe and give the specifications for each type of system; cannon, missile, torpedo, and defensive system.

7.1.   Cannons

Proponents of missile warfare in some instances became so enamoured of missiles that some ships appeared with only token gun armament — the British, Type 22, Batch 1 frigate, for instance, had only two 40mm guns. Fortunately for you and your fellow Strike Fleet Commanders, the folly of such strategy has been proven time and time again. Now our ships are equipped with a variety of powerful and efficient dual-purpose cannons.

The term "dual-purpose" refers to their ability to act as a traditional cannon (against other ships, aircraft, and land-based targets), as an anti-aircraft/missile weapon. All U.S. cannons have the ability to shoot down incoming aircraft and missiles at ranges from 0 to about 5000 meters. Most U.S. destroyers and cruisers are outfitted with two cannons (making it tougher for the enemy to destroy this weapon system). Ships typically carry 600 shells, though this number varies depending on the ship. Table 3 (below) lists the cannon size, shell weight, and range for Strike Fleet ships. See section 8.3.1. below for information on enemy cannons.

Table 3: Dual-Purpose Cannons on Strike Fleet Vessels

Ship(s)	Size (barrel diameter)	Approx. Shell Wt.	Approx. Range
O.H. Perry, Pegasus	76 mm (3 inches)	14 lbs.	15 km (8 N. Miles)
Other U.S. Ships	127 mm (5 inches)	65 lbs.	22 km (12 N. Miles)
Broadsword	40 mm (1.5 inches —mainly anti-air)	3 lbs.	4 km (2 N. Miles)
Sheffield	114 mm (4.5 inches)	55 lbs.	11 km (6 N. Miles)

7.1.1.   Aiming

You control the dual-purpose cannons on your ships in the same way you control the missiles and other weapons. Select it on the Ordnance Board, press the controller button once to activate it, and press again to fire at the target in the Binocular View. You can manually aim your cannons by using the **Gun** keyboard equivalent listed on the Command Summary Card. When you use this command, a crosshair appears in the Binocular View. Use the controller to move the crosshair around on your target. Start by aiming a little high and watching where the water spouts appear. If they plume *behind* the target, then you're too high. Bring the crosshair down

a little and let another shell go. If the spouts appear in front of the target, you're too low. Keep making fine adjustments until you "walk" the shells in on the target. When this happens, you'll be rewarded with a plume of another variety.

7.2. Missiles

There are four basic types of missiles used by Strike Fleet vessels. These are surface-to-surface (SR — Short Range, anti-ship), surface-to-air (AA — Anti-Aircraft), cruise (LR — Long Range, Tomahawk), and anti-submarine (AS — ASROC) missiles. Although the different types of missiles have their specific uses, you can also use them in other capacities. For instance, the ever-reliable Harpoon, which is an anti-ship missile, can be used to shore-based Silkworm missile launchers. The following specifications, arranged alphabetically, show the name, type, manufacturing nation, operational data, and a diagram of each missile used by the Strike Fleet. The missile diagrams are not drawn to scale.

7.2.1. ASROC Anti-Submarine Weapon (US)
Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: Mach .9

This is actually a Mk 46 acoustic homing torpedo equipped with a strap-on rocket launcher.

7.2.2. Exocet Anti-Ship Missile (French & 26 other nations)
Approx. Max. Effective Range: 33-70 km (18-38 Nautical Miles)
Speed: Mach .8

The Exocet can be launched by jet, helicopter or at any surface target such as ships. All target data is given to the missile guidance system just prior to launch. Throughout the entire course of flight, this missile maintains an average height of less than three meters above the water's surface.

7.2.3. Harpoon Short Range Anti-Ship Missile (US)
Approx. Max. Effective Range: 102 km (55 Nautical Miles).
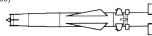Speed: Mach .75

Harpoon missiles can be fired up to 90 degrees away from the target and can be supplied with target-data for a target beyond the radar (visible) horizon. These missiles are also surface skimming missiles and may only be fired at surface targets.

7.2.4. SeaDart Anti-Ship Missile (British)
Approx. Max. Effective Range: 17 km (9 Nautical Miles)
Speed: Mach 3

This missile uses high-energy warhead configuration. Also available in a SAM (Surface-to-Air Missile) variant.

7.2.5. SeaSparrow Surface-to-Air Missile (US-British)
Approx. Max. Effective Range: 32 km (17 Nautical Miles)
Speed: Mach 3

Surface-to-air version of the highly successful Sparrow air-to-air missile.

7.2.6. SeaWolf Surface-to-Air Missile (British)
Approx. Max. Effective Range: 6 km (3 Nautical Miles)
Speed: Mach 2+

Normally launched from a multi-barrel launcher. Some variants are used in a VLS (Vertical Launch System) on Type 23 frigates.

7.2.7. SM-1 (ER)-Extended-Range Surface-to-Air Missile (US)
Approx. Max. Effective Range: 50 km (27 Nautical Miles)
Speed: Mach 3
The SM-1 Extended-Range (ER) missile is actually the SM-1 (MR) (shown below in section 7.2.8), except that it is equipped with a strap-on booster stage that extends its maximum range. See section 7.2.8 for details.

7.2.8. SM-1 (MR)-Medium-Range Surface-to-Air Missile (US)
Approx. Max. Effective Range: 33 km (18 Nautical Miles)
Speed: Mach 2+

The Standard Missile 1 is one of the most commonly used missiles for area defense. It has solid-state electronic circuitry and is equipped with conventional high-explosive warheads and either point-detonating or proximity fuses. The SM-1 missiles also have very good ECCM (Electronic Counter-CounterMeasure) capabilities.

7.2.9. SM-2 (ER)-Extended-Range Surface-to-Air Missile (US)
Approx. Max. Effective Range: 102 km (55 Nautical Miles)
Speed: Mach 2+

The SM-2 Extended-Range (ER) missile is actually the SM-2 (MR) (shown below in section 7.2.10), except that it is equipped with a strap-on booster stage that extends its maximum range. See section 7.2.10 for details.

7.2.10. SM-2 (MR)-Medium-Range Surface-to-Air Missile (US)
Approx. Max. Effective Range: 59 km (32 Nautical Miles)
Speed: Mach 2+

The Standard Missile 2 looks very much like its older cousin, the SM-1, except that it has many enhancements that improve performance. These enhancements include an inertial guidance unit and a semi-active radar homer that let the missile pick the most energy-efficient trajectory to the target, and a coupled autopilot that performs better against evasive targets.

7.2.11. Tomahawk Long Range Cruise Missile (US)
Approx. Max. Effective Range: 583 km (315 Nautical Miles)
Speed: Mach .7
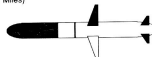
An extremely versatile weapon system with torpedo tube launch, vertical tube launch, submerged variants and a number of surface launch systems. The nuclear-tipped version of this missile is intended for land-based targets and therefore has a much greater range.
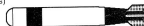
COMMANDERS' EYES ONLY!

7.3. Torpedoes
Used *only* as an anti-submarine weapons, torpedoes will not lock-on to ships. The MK46 is the only torpedo used by the Strike Fleet. Its specifications and diagram are shown below.

7.3.1. MK46 Torpedo (US)
Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: 50 Knots

Deployed in both, surface and submerged launched configurations.

7.4. Defensive Weapons
All Strike Fleet vessels are equipped with last-layer defense systems as well as their complement of offensive weapons. These systems are termed *point defense* because they are normally the last line of defense against incoming enemy weapons. If a battle progresses to the point where these weapons are necessary, then every second counts. For this reason these systems are, to a certain degree, automatic. If an enemy missile gets in close enough to trigger these weapons, they will fire on their own; but only once, and only if your fleet or task force is on general quarters alert. After that, you must fire them manually. Of course, if it gets to the point of manual intervention, the chances of stopping the incoming missile are slim. The following sections describe each of your defensive weapon systems.

7.4.1. Chaff
Originally developed in World War II to confuse enemy radar, modern chaff is now in standard use by naval forces to seduce and distract enemy missiles. Chaff is basically nothing more than foil strips which are folded into an explosive charge, shot into the air where it explodes like metal confetti, and (hopefully) distracts the enemy missile's tracking system.

There are two basic strategies for using chaff; seduction or distraction. Your vessel's chaff system automatically uses one of these measures depending upon the type of incoming missile it detects.

The seduction method is used on low-flying, surface-skimming missiles like the Exocet. The chaff charges are shot up to two kilometers down range, in the path of the incoming missile, where they explode at a fairly low altitude. If all goes well, the low-flying missile is "seduced" into climbing from its attack course to explode harmlessly in the cloud of tin-foil. The distraction method is used on high-flying missiles that arc-in and dive down on their target — like those used by the USSR. The chaff is shot to a high altitude (up to 1,000 meters) where it explodes and attracts the missile into making a premature dive. In this way, even if the missile doesn't detonate in the chaff, it is likely to overshoot or fall short of its target.

COMMANDERS' EYES ONLY!

7.4.2. Phalanx Systems

The Phalanx system is another modernized version of a very old weapon — the Gatling gun. But while the original Gatling gun was operated by hand-crank, the Phalanx system isn't quite so primitive. In fact, the Phalanx is a completely self contained, quite intelligent M61A1 20mm six-barrel Gatling gun. Both the incoming missile and outgoing projectile are tracked by the Phalanx radar system, which uses the incoming missile to correct for the next burst. The system's accuracy improves as the missile approaches. The Phalanx's maximum effective range lies at about 2,300 yards (2,100 meters). Because of its rounded-on-top and stocky appearance, it is unofficially called "R2D2."

8 . ENEMY FORCES

The surest way to protect yourself and your fleet on the open seas is to know and understand the technology of your potential enemies. The following sections describe the vessels and weaponry of the nations that you may struggle with in one or more of the scenarios. Refer to section "8.3.1. Cannons" for the types and ranges of enemy cannons. Be forewarned, you may encounter spies of your own nation that follows. Our intelligence agents are clever and efficient at getting information, but our opponents are also clever, and there is much that we don't know. But then, there is still much that they don't know either....
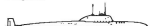
8.1. Enemy Naval Force

The following sections list, in alphabetical order, the information we have been able to gather on enemy sea-going vessels. The vessel diagrams are not drawn to scale.

8.1.1. Alfa Class (USSR)

Specifications

Type: Submarine
Displacement: 3700 tons
Maximum Speed: 45
Length: 267 ft. (81.38 m)
Beam: 32.8 ft. (10 m)
Torpedoes: 22 533mm

Diagram

Probably the fastest, deepest diving military submarine today. Powered by two liquid-metal (sodium) cooled nuclear reactors, its titanium-alloy hull lets it dive to more than 2500 feet.

8.1.2. Guppy II (Argentina)

Specifications

Type: Submarine
Displacement: 2420 tons
Maximum Speed: 15
Length: 307.41 ft. (93.7 m)
Beam: 18.04 ft. (5.5 m)
Torpedoes: 10 533mm

Diagram

Developed in the U.S. GUPPY (Greater Underwater Propulsive Power) program, before nuclear submarines, this class is still in world-wide use by smaller navies.

8.1.3. Kashin (Modified) Class (USSR)

Specifications

Type: DDG
Displacement: 4500 tons
Maximum Speed: 37
Length: 472.4 ft. (143.99 m)
Beam: 51.8 ft. (15.79 m)
Cannons: 3 76mm (3 in.)
Missiles: 22 SA-N-3, 4 SS-N-2C
Torpedoes: 10

Names

Komsomolets Ukrainy
Krasny-Kavkaz
Krasny-Krim
16 others

Diagram

Commissioned in 1962, it was the first class
of warships with gas turbines as the primary
propulsion system. Primarily an anti-aircraft
platform.

8.1.4. Kirov Class (USSR)

Specifications

Type: BC
Displacement: 28,000 tons
Maximum Speed: 33
Length: 813.6 ft. (247.99 m)
Beam: 93.5 ft. (28.50 m)
Anti-Air Missiles:96 SA-N-6
Phalanx Equivalent:120 bursts
Anti-Ship Missiles:16 SS-N-19
Torpedoes:16 533mm

Names

Kirov
Frunze

Diagram

These large, dual-purpose, nuclear-powered
battle cruisers almost single-handedly
responsible for the recommissioning of the *Iowa*
class of US battleships.

8.1.5. Krivak I Class (USSR)

Specifications

Type: FFG
Displacement: 3900 tons
Maximum Speed: 32
Length: 405.2 ft. (123.50 m)
Beam: 45.9 ft. (123 m)
Anti-Air Missiles:18 SA-N-4
Torpedoes:16 533mm

Names

Bditelny
Bodry
Drushny
36 others

Diagram

Another of the Soviet dual-purpose surface
ships, this class has fast acceleration and
superior sea-keeping. A portion of this class is
being built for KGB use.

8.1.6. Kynda Class (USSR)

Specifications

Type: CG
Displacement: 5500 tons
Maximum Speed: 36
Length: 465.8 ft. (141.98 m)
Beam: 51.8 ft. (15.79 m)
Anti-Air Missiles: 22 SA-N-3
Anti-Ship: 16 SS-N-19
Torpedoes: 12 533mm

Names

Grozny
Admiral Fokin
Admiral Golovko
Varyag

Diagram

Designed for surface warfare, this was the first
Soviet missile cruiser class.

8.1.7. Light Patrol Craft (Iran)

Specifications

Type: Fast Attack Craft
Displacement: Varies
Maximum Speed: 48
Length: Varies
Beam: Varies
Cannons: Various small calibre
variety

Description

These are civilian variety speed boats, equipped with high-
horsepower outboard motors, that have been retrofitted to serve as
military fast attack craft.

8.1.8. November Class (USSR)

Specifications

Type: Submarine
Displacement: 5000 tons
Maximum Speed: 30
Length: 359.8 ft. (109.67 m)
Beam: 29.8 ft. (9.08 m)
Torpedoes: 12 533mm

Names

12 ships

Diagram

The first of the Soviet Navy's nuclear-powered
force. Two reactors power this noisy boat.

8.1.9. Polnochny Class (USSR)

Specifications

Type: LSM
Displacement: 800 tons
Maximum Speed: 16
Length: 249.3 ft. (75.99 m)
Beam: 27.9 ft. (8.50 m)
Anti-Air Missiles: 16 SA-N-5

Diagram

A popular Soviet export, this ship is also used by Poland, India,
Egypt and 8 other countries. Equipped with patrol, landing and mine-
sweeping capabilities.

8.1.10. Ropucha Class (USSR)

Specifications

```
Type: LST
Displacement: 3800 tons
Maximum Speed: 16
Length: 370.7 ft. (112.99 m)
Beam: 47.6 ft. (14.51 m)
Anti-Air Missiles: 32 SA-N-5
```

Diagram

This landing ship-tank (LST) class was built at the Gdansk shipyards in Poland. First line landing ships in the Soviet Navy.

8.1.11. Saam Class (Iran)

Specifications

```
Type: Frigate
Displacement: 1540 tons
Maximum Speed: 39
Length: 309.71 ft. (94.4 m)
Beam: 14.11 ft. (4.3 m)
Anti-Air Missiles: 9 SeaCat
Anti-Ship Missiles: 5 SeaKiller
```

Diagram

These air-conditioned, gas-turbined frigates have Plessey ASW 1 and Sea Hunter systems.

8.1.12. Salta Class (Argentina)

Specifications

```
Type: Submarine
Displacement: 1185 tons
Maximum Speed: 23
Length: 183.4 ft. (55.9 m)
Beam: 20.5 ft. (6.25 m)
Torpedoes: 14 533mm
```

Names

San Luis
Salta

Diagram

Recycled German subs, the Salta class features smooth hulls and scoop-shaped fins. They operated against the British Task Force in the Falklands conflict.

8.1.13. Slava Class (USSR)

Specifications

```
Type: CG
Displacement: 12,500 tons
Maximum Speed: 32
Length: 613.4 ft. (186.9 m)
Beam: 65.6 ft. (19.99 m)
Anti-Air Missiles: 64 SA-N-6
Phalanx Equivalent: 90 bursts
Anti-Ship Missiles: 16 SS-N-12
Torpedoes: 16 533mm
```

Diagram

The Slava class is known for its unique missile-launcher construction, providing it maximum destructive power.

8.1.14. Type A69 Class (Argentina)

Specifications

```
Type: Frigate
Displacement: 1170 tons
Maximum Speed: 24
Length: 262.5 ft. (80 m)
Beam: 33.8 ft. (10.30 m)
Anti-Ship Missiles: 4 Exocet
Torpedoes: 18 Mk45
```

Diagram

French built, the A69 class is diesel-powered and inexpensive.

8.1.15. Victor III Class (USSR)

Specifications

```
Type: Submarine
Displacement: 6300 tons
Maximum Speed: 32
Length: 341.1 ft. (103.97 m)
Beam: 32.8 ft. (10 m)
Torpedoes: 8 533mm
```

Diagram

Victor III has an interesting cylindrical object mounted on top of its upper rudder (not shown) — possibly a towed sonar array.

8.2. Enemy Air Force

The following specifications, arranged alphabetically, list the information we have been able to gather on the enemy aircraft you are most likely to encounter. The aircraft diagrams are not drawn to scale.

8.2.1. Tu22-M "Backfire Bomber" (USSR)

Specifications

Takeoff Weight: 270,000 lbs
Maximum Speed: Mach 2.0
Length: 131.89 ft. (40.2 m)
Width: 113.02 ft. (34.45 m)
Anti-Ship Missiles: 1-3 Kingfish

Diagram

8.2.2. Mirage F1C (French-Iraqi)

Specifications

Takeoff Weight: 33,510 lbs
Maximum Speed: 800
Length: 49.21 ft. (15 m)
Width: 27.56 ft. (8.4 m)
Anti-Ship Missiles: 2 Exocet

Diagram

8.2.3. Super Entendard (French)

Specifications

Takeoff Weight: 20,280-25,350 ft
Maximum Speed: 650
Length: 46.95 ft. (14.31 m)
Width: 31.5 ft. (9.6 m)
Anti-Ship Missiles: 1 Exocet

Diagram

8.3. Enemy Weapon Specs

The following sections, arranged alphabetically by weapon name, list what we know of the weapon systems used by the various potential enemy nations.

8.3.1. Cannons

The enemy's dual-purpose cannons are similar to our U.S. and British versions in both function and design, although they do seem to have a wider variety of cannon sizes. Table 4 (below) lists the ships, cannon size, approximate shell weight, and approximate range for enemy cannons.

Table 4: Dual-Purpose Cannons on Enemy Vessels

Ship(s)	Size (barrel diameter)	Approx. Shell Wt.	Approx. Range
Kirov (USSR)	100 mm	30 lbs.	8 km (4 N. Miles)
Slava (USSR)	130 mm	55 lbs.	22 km (12 N. Miles)
Kashin, Kynda, Krivak (USSR)	76 mm	13 lbs.	11 km (6 N. Miles)
Ropucha (USSR)	57 mm	8 lbs.	6 km (3 N. Miles)
A69 (Argentina)	100 mm	30 lbs.	11 km (6 N. Miles)
Saam (Iran)	115 mm	50 lbs.	11 km (6 N. Miles)
Light Patrol (Iran)	? (small)	? (small)	? (short)

8.3.2. Missiles

The following sections, listed alphabetically, show the available description, specifications, and diagram for all known enemy missiles. The missile diagrams are not drawn to scale.

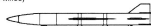#### 8.3.2.1. Exocet Anti-Ship Missile (French and 26 others)

See section "7.2.2. Exocet Anti-Ship Missile (British)" for description.

8.3.2.2. "KingFish" Anti-Ship Missile (USSR)

Approx. Max. Effective Range: 555 km (300 Nautical Miles)
Speed: Mach 3

Deployed in various Badger and Backfire Long Range, shore-based naval forces in the Soviet Union.

8.3.2.3.   SA-N-3 "Goblet" Surface-to-Air Missile (USSR)
Approx. Max. Effective Range: 55 km (30 Nautical Miles)
Speed: Mach 2+

Deployed in 1967, the Goblet uses the same warhead as the SA-N-4.

8.3.2.4.   SA-N-4 "Gecko" Surface-to-Air Missile (USSR)
Approx. Max. Effective Range: 15 km (8 Nautical Miles)
Speed: Mach 2+
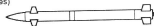
The Gecko also has some surface-to-surface (anti-ship) capabilities.

8.3.2.5.   SA-N-5 "Grail" Surface-to-Air Missile (USSR)
Approx. Max. Effective Range: 10 km (5 Nautical Miles)
Speed: Mach 1+

PICTURE
UNAVAILABLE

The Grail is deployed in light amphibious forces and can be shoulder-launched.

8.3.2.6.   SA-N-6 "Grumble" Surface-to-Air Missile (USSR)
Approx. Max. Effective Range: 81 km (44 Nautical Miles)
Speed: Mach 3

The Grumble is based on the SA-10 system, anti-missile variant.

8.3.2.7.   SeaCat Anti-Air Missile (British & 14 other nations)
Approx. Max. Effective Range: 6 km (3 Nautical Miles)
Speed: Unknown

The SeaCat is either radar or optically guided, with some sea-skimming capabilities.

8.3.2.8.   Sea Killer Anti-Ship Missile (Italy & others)
Approx. Max. Effective Range: 25 km (14 Nautical Miles)
Speed: Transonic. Subsonic after burnout.

This Italian-made missile uses beam-riding and radar altimeter guidance, supplemented by radio command to home in on its target. It can skim close to the ocean's surface, making it an effective weapon.

8.3.2.9.   Silkworm Anti-Ship Missile (Chinese)
Approx. Max. Effective Range: ?
Speed: ?

Intelligence believes that the Silkworm design is based on the Soviet SS-N-2A "Styx" missile, and that performance should be similar. See section 8.3.2.10 for details.

8.3.2.10.   SS-N-2A "Styx" Anti-Ship Missile (USSR & others)
Approx. Max. Effective Range: 46 km (25 Nautical Miles)
Speed: Mach .9

The Styx is deployed on "OSA" classes and carries an 1100 lb. warhead.

8.3.2.11.   SS-N-2C Anti-Ship Missile (USSR)
Approx. Max. Effective Range: 80 km (43 Nautical Miles)
Speed: Mach .9
Updated version of the Styx, with extended range and seaskimming capabilities on its final approach (to reduce radar visibility). See section 8.3.2.10 for more details.

8.3.2.12.   SS-N-12 "Sandbox" Anti-Ship Missile (USSR)
Approx. Max. Effective Range: 555 km (300 Nautical Miles)
Speed: Mach 1+

PICTURE
UNAVAILABLE

8.3.2.13. SS-N-19 Anti-Ship Missile (USSR)
Approx. Max. Effective Range: 540 km (295 Nautical Miles)
Speed: Mach 1+
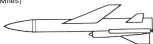
Believed to be an improved version of the SS-N-12 missile, the SS-N-19 has slightly less range and speed, but an improved seaskimming flight profile. It can carry conventional or tactical nuclear warheads.

8.3.3. Torpedoes
The following sections, arranged alphabetically, show the available description, specifications, and diagram for all known enemy torpedoes. The torpedo diagrams are not drawn to scale.

8.3.3.1. Type 53 (533mm) Torpedo (USSR)
Approx. Max. Effective Range: 4-20 km (2-11 Nautical Miles)
Speed: 28-45

The Type 53 is a dual-purpose torpedo, and an upgrade of the 40/45 system.

8.3.3.2. MK46 Torpedo (U.S. & others)
Approx. Max. Effective Range: 8 km (4 Nautical Miles)
Speed: 50 Knots

See section 7.3.1. for details and diagram.

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9. SCENARIO OVERVIEWS

The following sections provide overviews of the various scenarios you may find yourself in as a Strike Fleet Commander. A word of advice, Commander, the better you know and understand the situations you may have to deal with, the better will be your chances of living to sail another day. And remember, if you use fewer ships, you'll have more points for a higher rank at the end of the scenario.

> The Maximum Number of ships shown for each scenario is based on the total possible ships, and does not reflect the amount of points you'll have for warships. For instance, in a scenario that has 10 as the Maximum Number of Ships, you may only have enough points for two or three warships, but you can keep adding troop ships (which have Ø point value) until you reach 10 ships.

9.1. Stark Realities
Maximum Number of Ships: 1
Notes: You can select a ship with a different name if you wish. Refer to Satellite Map 1 below.

As the Captain of a U.S. frigate, your ship is stationed in the Persian Gulf as part of a routine patrol. Defend yourself and all neutral shipping in the Gulf, but do not fire unless attacked first. You may encounter friendly and enemy ships as well as aircraft. You must tread the thin line between provocation and overcaution, and decide what actions to take, if any.

This should be your first mission, and this mission is designed to familiarize you with all the systems of your ship. Remember that you have helicopters, and that they have longer radar range (when airborne). There is a step-by-step walk-through of this mission in the "Getting Started" section of the Command Summary Card.

9.2. The Enemy Below
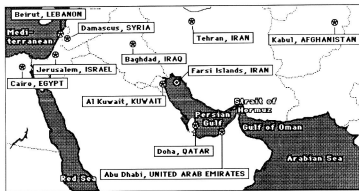Maximum Number of Ships: 2
Notes: You can select ships with different names, or just take a single ship for a higher score if you wish. Refer to Satellite Map 2 below.

On May 1, 1982, two British frigates were providing ASW coverage for their forces near Port Stanley on the Falkland Islands, when they detected, and were fired upon, by the Argentine sub San Luis. Neither side acknowledged a hit that day. Now it's your turn to relive the situation. Your mission is to search for, and destroy, Argentine submarines that may be in the area. The best defense against torpedoes? Sink the subs before they fire! Try using slow speeds and passive sonar to find the enemy. Unlike the previous mission, this mission relies extensively on

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your ability to command more than one ship and your proficiency at using sonar. Remember that your helicopters are also equipped with sonar (but not as powerful as the ship's, and helicopters must stop and hover to use it).

Try searching the area northwest of the Falklands. The best technique for submarine searching is to sprint at full speed, then cut the engines and drift as you use the sonar.
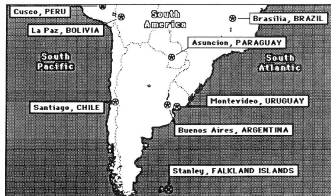

Satellite Map 1

9.3. The Road to Kuwait
Maximum Number of Ships: 7
Notes: Refer to Satellite Map 1 above.

Now, with a larger, more powerful task force, you must escort three reflagged Kuwaiti tankers through the dangerous Persian Gulf, and out to the Arabian Sea while watching for possible air and sea attacks. Do not fire unless fired upon. Be certain your targets are truly foes, and be particularly alert in the Strait of Hormuz. Make full speed to move the oil tankers from danger as soon as possible.

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Satellite Map View 2

9.4. Falklands Defense
Maximum Number of Ships: 2
Notes: Refer to Satellite Map View 2 above.

Britain is battling it out with Argentina for control of the Falklands. Argentina has an attack squadron fueled and ready for launch from their carrier — weather conditions are the only thing that hampers their progress. Your mission is to engage and take out Argentine task group 79.4 — composed of three frigates — which is supporting the main attack force.

9.5. Dire Straits
Maximum Number of Ships: 10
Notes: Refer to Satellite Map 1 above.

You are escorting a small convoy of empty oil tankers into the Persian Gulf, when you find your task force confronted by speedboats armed with guns and grenades. Repeated warnings go unheeded, and if you don't take action, your task force will be surrounded. Get those tankers

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safely through the Strait of Hormuz and into the Persian Gulf. *You have weapons-free clearance — neutralize any and all opposition. Good luck, Commander.*

9.6. Atlantic Cork
Maximum Number of Ships: 14
Notes: Refer to Satellite Map 3 below.

Welcome to World War III. Bottle up the Soviet fleet in the Norwegian Sea before they escape through the Greenland-Iceland-U.K. gap. You'll meet your objective if you sink enough of their ships and subs to seriously cripple their forces. Two *Orion* search planes, operating out of Iceland, will provide sub hunting support to your fleet (you can't control the *Orions*).

Our satellites have spotted a large surface fleet just northeast of your position, and the SOSUS line hears approximately a dozen various Soviet nuclear attack subs racing at high speed for the gap between Greenland and Iceland. Split your forces as you see fit, but stop those ships and subs! Our satellites also show pictures of *Backfire* bombers loading up at their home bases — watch-out for those long-range Kingfish missiles.

9.7. Surprise Invasion
Maximum Number of Ships: 16
Notes: You'll have enough points for the Maximum Number of Ships only if you play as a campaign. Refer to Satellite Map 3 below.

Another possible beginning for World War III, and the outlook is grim. A Soviet invasion fleet is heading for Trondheim, Norway and your small task force is all that stands between them and it. With some sharp strategy, quick reactions, and some luck, you'll complete your objective by sinking their *Polnochny* supply ships and *Ropucha* troop carriers. If you're feeling particularly daring, you might even take out a few of their warships.
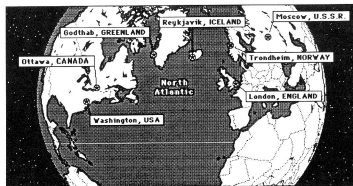
Satellite Map 3

9.8. Escape to New York
Maximum Number of Ships: 16
Notes: Refer to Satellite Map 3 below.

You command a small task force whose objective is to make a fast transit to the U.S. east coast. Soviet subs, cruisers, and bombers stand in your way. The submarine threat is particularly strong in this scenario.

9.9. Wolfpack 1990
Maximum Number of Ships: 16
Notes: Refer to Satellite Map View 3 above.

Your objective is to escort a convoy of reinforcements to a U.S. base in Iceland. Get your task force to within a few dozen miles of the Iceland coast to complete your objective. You can probably expect fierce attacks from a large Soviet surface fleet that our satellites have spotted just west of your position at the start of the scenario.

9.10. Mopping Up
Maximum Number of Ships: 16
Notes: Refer to Satellite Map View 3 above.

The end of the war is in sight, and we have done well for ourselves. But the Soviets may yet win if we allow them to get their ships and subs back to their northern bases for more fuel and supplies. Search out all Soviet submarines and ships but with extreme prejudice. You may have to spread your forces thin, and you may also be subjected to bomber attacks. But you may be able to bring down a few careless bombers returning from raids on your fellows.

10. STRIKE FLEET DESIGNERS' NOTES
By Noah Falstein and Larry Holland
Lucasfilm Games, 1987

In designing Strike Fleet, we set out to produce a game that could bring a variety of experiences to its users. Strike Fleet is not only a Modern Naval Combat Simulator, but also an exercise in strategy, a tool for study of the recent past and near future, and an action/arcade game. If one aspect is particularly appealing to you, by all means play that way. But we also recommend that you explore other aspects of Strike Fleet as well. If you're a simulation buff, try unwinding a little with the pure game aspects, and if you're in it just for the fun, pay attention to the real world aspects. You may discover some new perspectives.

Simulating warfare is a tricky business. War is a very good subject for games because the sides and objectives are clear, the topic is familiar and interesting, and the stakes are as high as they can be. But it's important to remember the difference between a game and the real thing. In designing the game, we specifically chose situations that make for interesting and fun game play. Real life isn't like that too often. Also, although it seems obvious to state, what can be a lot of fun sitting at your computer changes when shooting and dodging real bullets. Our hope is that Strike Fleet gives you some appreciation for the issues of war without the dangers of actually trying to live through one. We hope you'll not only enjoy playing the game, but think about its implications too.

It's easy to get overwhelmed by the complexities of missile age combat on a home computer, particularly when you are controlling a whole fleet by yourself. Because of the limitations of the computer and the player, we've chosen to standardize controls for all ships and helicopters, and to automate some maneuvers and defense control in place of the crew that an actual fleet would have. We've taken particular care in presenting the hardware aspect of the game, including the correct weapon systems and capabilities for each ship, helicopter, sub, and plane. The numbing complexity of a modern fleet, with individual differences from ship to ship within a class, is too detailed for the scope of a single player simulation. So some differences are averaged and others smoothed out. This yields a basic game system that you can play in two ways: 1) you can tackle the big picture, concentrating on the maps, fleet actions, and multi-ship combat; or 2) narrow your focus to the bridge view, putting yourself in the thick of the action and watching it first-hand. We've found the simulation accurate enough that real tactics work as you'd expect them to in the real world. There's never been a large-scale battle with missile-armed ships in real life (at the time of this writing), so now you can get a feel for what it would be like.

The most important factor for your success in Strike Fleet missions is your adaptability. Attacks can come from the air, from submarines, or from other surface ships. Bunching your ships together allows you to use common anti-air missile cover for all, and if you bunch them close

enough, you can even bring guns to bear on missiles headed for your other ships. But a tightly bunched task force is much more vulnerable to submarine attack. Air defense is even more complex. The first warning you may get of a bomber attack is the lock-on warning from the Threat Receiver for the long-range missiles they fire. But if you spread your ships far out to try to intercept bombers before they can fire, the very ships you send out may fall prey to the bombers' attack.

You'll need similar adaptability in fleet selection. The default ships are usually a conservative mix. Try experimenting, taking a few powerful ships to simplify your command and make tight groupings easier, or taking many weaker ships so you can afford to establish long range scouts and even lose a few warships without jeopardizing the mission. Pay close attention to the kind of anti-air missiles the ships carry. Most US warships carry SM-1 or SM-2 standard missiles, with the latter being somewhat improved in range, speed, and reliability; but the ones designated (ER) for "extended range" allow you to intercept incoming missiles and aircraft at much greater distances. Also, the Tomahawk cruise missile has a very long range and twice the striking power of the more common Harpoon. A Tomahawk-equipped ship can aid attacks hundreds of miles away if you use the remote targeting option to feed information from a spotter vessel. Even the guns are important when you fight the enemy to a standstill in a missile duel. And you can use the guns to aid the close-range Phalanx in knocking out incoming missiles. Similarly, to detect and fight submarines, helicopters are your best bet; most U.S. ships carry two, but some carry only one. The helicopters will probably use torpedoes more often than the ships, but if the helicopters miss a sub until it is very close, the ship-based torpedo tubes and ASROC anti-sub rockets may come in handy.

While maneuvering, you should weigh the relative dangers of submarine, surface, and air attack based on your scenario briefing. If you are escorting civilian ships or transporting supplies to put a ship with good anti-air missiles near the centre, and some destroyers or frigates farther out to find subs and screen against surface attack. If you're hunting for enemy subs, a good anti-sub tactic is to sprint forward and drift occasionally to check out your sonar. In any case, you will need to gain some skill in maneuvering your ships. There are two basic methods to do this: 1) stop your flagship and give individual orders that move each ship into a specific position relative to the flagship; or 2) keep all the ships moving and change the non-flagship positions "on the fly." We recommend the second method if you can manage it, but it is more difficult, and you run the risk of disastrous collisions. Readjustments are easier using the Ship level map in the Command Information Centre. Here you can give successive new destinations to each ship and see where they're planning to go. When they reach their destinations, they will automatically switch back to "autopilot" and follow the flagship again.

In battle against missile-armed aircraft, you often will not see them until after they've fired — *if then*. This is one of the realities of modern warfare and it's the reason that air cover is so

important. Taking care of their missiles is identical with surface launched missiles, covered in the following paragraph. If you put "picket ships" out to the front and sides of your main group, you may be able to pick up aircraft before they fire, and engage them with your anti-air missiles. Sometimes aircraft will be heading toward one task force that their surface ships or satellites have spotted, and you can get the jump on them with another. Use helicopters as part of Airborne Early Warning system for both surface and air attack; but the enemy can spot them as well, and they are very vulnerable.

When you're fighting surface ships, it's likely that both sides will use waves of missiles. Try drawing out the enemy's anti-ship missiles by firing only one missile at a time, or try overwhelming them with many missiles. Your helicopters can spot remote targets for your surface ships to attack, thus extending your radar range; but keep your helicopters well away from the enemy ships, if possible, to avoid losing them to missiles. And remember, there are limits to the number of missiles and torpedoes your ships can track through. If you find yourself unable to launch defensive missiles because of all of your offensive missiles in the air, you may have to detonate some before they hit. Your missile counter-attacks will sometimes work better if you launch them from the ship that the enemy missile is locked-on to. If your defensive missiles don't stop the incoming waves, your guns are another possible defense. The Phalanx is also pretty reliable, particularly if you operate it manually to fire multiple shots at a given missile; but it has limited rounds and a slow rate of reloading.

Submarines are perhaps one of the greatest threats. Remember to *check your sonar frequently*. Having a ship use active sonar to locate motionless subs might draw their attention to it, but may save the rest of your task force. Finally, once a torpedo is near you, you may be able to outrun it, or turn away at the last moment. The best defense against subs, however, is to locate and sink them before they find you. Using the ship's powerful sonar to locate and lock them in as remote targets allows your helicopters to home-in using the remote data, and drop torpedoes on the subs. Soviet subs are particularly tough, and may require more than one torpedo.

Your final rank depends on a number of factors. The biggest contribution to a high final rank is completing your objective as detailed in the scenario description. Sometimes this is as simple as surviving until the end of your allotted time. Sometimes it will involve protecting other ships while performing complex multi-ship searches. The enemies you destroy are also often important to your final rating. In scenarios where you choose your fleet by expending points, the points you don't use are worth a great deal in your final rank. This represents the benefits of accomplishing a mission with smaller forces, freeing up ships to be used by the rest of the Navy. Bringing your ships through with as little damage as possible also helps your chances for promotion and citations. Finally, if you lose all of your ships, or fire on one of your own ships or helicopters, the consequences are likely to be grave.